



SARALA BIRLA GYAN JYOTI
(Sarala Birla Group Of Schools)

EVO TECH 5.0
e v o l v e with technology



VENUE:- SARALA BIRLA GYAN JYOTI

National Highway-31 Opp. Rajiv Gandhi Indoor Stadium, Amingaon, Guwahati, Assam 781031



 **REGISTER NOW** 

**INTER SCHOOL
IT FEST**

2
0
2
0

**NOV
02
03**

EVOTECH 5.0 GUIDELINES

- 
1. All students must attend in proper school uniform and carry their valid school ID cards.
 2. Any participant found adopting unfair means will be immediately disqualified.
 3. Mobile phone usage is prohibited inside the school premises except in designated spaces.
★ Only participants of Robotics, Event Videography, and Mobile Gaming are permitted to carry phones.
 4. Eligibility criteria and prompt/theme release dates for each event are mentioned on their respective event pages. Updates will be shared on our official Instagram handle and website.
 5. Any disrespectful behaviour towards mentors, event heads, staff members, or volunteers will result in direct disqualification.
 6. Participants found under the influence of any prohibited substance will face immediate disqualification.
 7. In case of any intentional damage to school property, strict action will be taken by the school authorities.
 8. The school will not be responsible for any loss or damage of personal valuables carried by participants.
 9. The judges' decision will be final and binding in all events.
 10. A student can participate in only one event.

EVENTS

**VISUAL
COMM.
& FILMS**

1

- 1.1 SHORT FILM**
- 1.2 POSTER MAKING**
- 1.3 EVENT VIDEOGRAPHY**

**NEXT-GEN
TECH**

2

- 2.1 ROBOTICS**
- 2.2 ROBORACE**
- 2.3 TECH THREAD**

**CODING
&
TECHNOLOGY**

3

- 3.1 CODING CHAMPIONSHIP**
- 3.2 TECH TRIVIA**

**ENTREPRE-
NEURSHIP**

4

- 4.1 STARTUP PITCHING**
- 4.2 MARKETING PLAN**

ESPORTS

5

- 5.1 MOBILE GAMING** (BGMI & CODM)
- 5.2 CONSOLE GAMING** (F1 & FIFA)
- 5.3 PC GAMING** (VALORANT)

15 Exciting events across 5 categories!
+ **SPECIAL MEET**

✦ win cash prize,
trophies, certificates & more

IMPORTANT DATES

16_{SEPT}

REGISTRATION OPEN

26_{OCT}

LAST DAY TO REGISTER

10_{OCT}

**SHORT FILM THEME
REVEAL**

27_{OCT}

**SHORT FILM
SUBMISSION**

02_{NOV}

EVOTECH DAY-1

03_{NOV}

EVOTECH DAY-2



SHORT FILM

PARTICIPANTS WILL SHOWCASE THEIR STORYTELLING AND FILMMAKING SKILLS BY CREATING A SHORT FILM ON A GIVEN THEME. THIS EVENT ENCOURAGES CREATIVE EXPRESSION, SOCIAL AWARENESS, AND CINEMATIC CRAFT AMONG SCHOOL STUDENTS.

EVENT FORMAT

THEME REVEAL:

- i) THE THEME FOR THE SHORT FILM IS SET TO RELEASE ON 15 SEPTEMBER, 2026 VIA OUR INSTAGRAM & WHATSAPP CHANNELS.
- ii) IN CASE OF A CHANGE OF DATES, STUDENTS WILL BE INFORMED VIA THE SAME CHANNELS.
- iii) THIS GIVES PARTICIPANTS AMPLE TIME TO CONCEPTUALIZE, SHOOT, AND EDIT THEIR FILMS.

SUBMISSION DEADLINE:

- i) PARTICIPANTS MUST SUBMIT THEIR FINAL FILM BEFORE 27TH OCTOBER, 2026, 11.59PM.
- ii) LATE SUBMISSIONS MAY LEAD TO DISQUALIFICATION.

SCREENING & AWARDS:

- i) THE BEST FILMS WILL BE SCREENED ON DAY 2 OF EVOTECH (NOV 03).
- ii) TOP 3 FILMS WILL BE AWARDED DURING THE AWARD CEREMONY ON DAY 2.

GUIDELINES

DURATION: MAXIMUM 3 MINUTES

LANGUAGE: ANY LANGUAGE (SUBTITLES IN ENGLISH ARE MANDATORY IF NOT IN ENGLISH)

TEAM SIZE: UP TO 2 MEMBERS PER TEAM / MAXIMUM 1 TEAM PER SCHOOL (CLASSES 8-12)

ORIGINALITY: PLAGIARISED OR AI-GENERATED CONTENT WILL LEAD TO DISQUALIFICATION

FORMAT: MP4, MOV, OR AVI, HORIZONTAL ORIENTATION (16:9), 1080P PREFERRED

SUBMISSION

UPLOAD TO GOOGLE DRIVE OR YOUTUBE (AS UNLISTED) AND SHARE A VIEWABLE URL VIA OFFICIAL SUBMISSION FORM.

SUBMISSION FORM TO BE SHARED AFTER THEME REVEAL VIA OUR INSTAGRAM/ WHATSAPP.



2

Poster Making

PARTICIPANTS WILL BRING THEIR CREATIVITY AND COMMUNICATION SKILLS TO LIFE THROUGH POWERFUL VISUAL STORYTELLING.

EVENT FORMAT

ON THE SPOT:

- i) THE COMPETITION WILL BE CONDUCTED LIVE AT THE VENUE ON DAY 1 (NOV 02).
- ii) THE THEME WILL BE REVEALED AT THE START OF THE COMPETITION.
- iii) TIME ALLOWED: 60 MINUTES

MEDIUM:

- i) POSTERS MUST BE CREATED DIGITALLY USING **ONLY CANVA OR PHOTOSHOP**.
- ii) PARTICIPANTS MUST BRING THEIR LAPTOPS, MOBILE PHONES AND CHARGERS.
- iii) PARTICIPANTS MUST USE THEIR OWN INTERNET CONNECTION OR SCHOOL WIFI FOR THIS COMPETITION.

GUIDELINES

FORMAT: 1080 × 1350 PX ,4:5 ASPECT RATIO

TEAM SIZE: UP TO 2 MEMBERS PER TEAM / MAXIMUM 1 TEAM PER SCHOOL (CLASSES 8-12)

USE OF AI TOOLS, PLAGIARISM, OR ANY PRE-DESIGNED TEMPLATES WILL LEAD TO IMMEDIATE DISQUALIFICATION OF THE TEAM

POLITICALLY CHARGED / NSFW / UNFIT FOR SCHOOL-PRESENTATION WORK OR EXACT REPRESENTATION OF ANY PARTICULAR PERSON IS NOT ALLOWED.

ALL WORK MUST BE ORIGINAL AND MADE DURING THE EVENT TIME ONLY.

SUBMISSION

GIVE A SHORT PRESENTATION TO OUR JUDGES ABOUT YOUR CREATION AND THOUGHT-PROCESS. SHOWCASE YOUR WORK IN YOUR OWN DEVICE SCREEN.



3

Event Videography

THIS EVENT PUTS PARTICIPANTS BEHIND THE LENS TO CAPTURE THE SPIRIT OF EVOTECH 5.0.

EVENT FORMAT

PARTICIPANTS WILL SHOOT AND EDIT THEIR VIDEOS ON DAY 1 (NOV 02) DURING THE FEST.

THE THEME IS OPEN-ENDED: CAPTURE THE ENERGY, HIGHLIGHTS, AND BEHIND-THE-SCENES MOMENTS OF EVOTECH 5.0.

THE FINAL EDITED VIDEO MUST BE SUBMITTED ON DAY 2 (NOV 03).

WINNERS WILL BE ANNOUNCED ON THE SAME DAY (DAY 2) AFTER JUDGING.

SUBMISSION

SUBMIT YOUR EVENT VIDEO VIA A PEN DRIVE WITH THE SCHOOL NAME CLEARLY WRITTEN ON IT. YOU CAN COLLECT THE PEN DRIVE BACK AT THE END OF THE EVENT BY CONTACTING THE DESIGNATED TEACHER-IN-CHARGE.

ALTERNATIVELY, YOU MAY SEND THE VIDEO TO THE DESIGNATED TEACHER-IN-CHARGE VIA WHATSAPP, ALONG WITH THE SCHOOL NAME IN THE MESSAGE.

GUIDELINES

TEAM SIZE: UP TO 2 MEMBERS PER TEAM / MAXIMUM 1 TEAM PER SCHOOL (CLASSES 8-12)

ALL FOOTAGE MUST BE SHOT WITHIN THE **SCHOOL CAMPUS**

PARTICIPANTS MUST USE THEIR OWN DEVICES FOR FILMING AND EDITING (PHONE, CAMERA, LAPTOP, ETC.).

ONLY CONTENT SHOT DURING THE FEST IS ALLOWED — NO STOCK OR PRE-SHOT FOOTAGE.

THE FINAL VIDEO DURATION MUST BE BETWEEN 3-5 MINUTES AND AT LEAST 1080P, 16:9 ASPECT RATIO.

Robotics

4



DRIVE INTO THE REALM OF ROBOTICS AS YOU ENGINEER, PROGRAM, AND CONTROL MACHINES TO CONQUER CHALLENGES, PUSH BOUNDARIES FOR INNOVATION.

EVENT FORMAT

THE ROBOTS FOR THE COMPETITION MUST BE DESIGNED AND CONSTRUCTED BY THE PARTICIPANTS THEMSELVES.

EACH TEAM WILL DEMONSTRATE ITS ROBOTICS PROJECT, ALONG WITH EXPLAINING IT TO THE JUDGES.

ROBOTICS PARTICIPANTS MAY ATTEND THE EVENT ONLY ON DAY 2 (02 NOV).

GUIDELINES

THERE WILL BE TWO CATEGORIES:

1. *Senior (Classes 8 - 12)*
2. *Powergirls (Especially for Girls) (Classes 5 - 9)*

FOR BOTH CATEGORY, 2-3 MEMBERS MAX PER TEAM & 1 TEAM MAX PER SCHOOL

EACH CATEGORY CAN HAVE A MAXIMUM OF 3 STUDENTS.

STUDENTS MUST BRING THEIR OWN EXTENSION CORDS AND ANY OTHER EQUIPMENT REQUIRED.

PARTICIPANTS MUST ADHERE TO THE GIVEN SAFETY INSTRUCTIONS AND ENSURE THAT THEIR ROBOTS DO NOT CAUSE ANY HARM OR DAMAGE.

Theme/Prompt

YOU MAY CREATE YOUR MODEL ON ANY ONE OF THE THEMES GIVEN BELOW:

1. AERIAL ROBOTICS AND AUTOMATION

2. ENVIRONMENTAL CONSERVATION

2. NEXT GEN-TECH

Robo-race 4.2



DRIVE INTO THE REALM OF ROBOTICS AS YOU ENGINEER, PROGRAM, AND CONTROL MACHINES TO CONQUER CHALLENGES, PUSH BOUNDARIES FOR INNOVATION.

EVENT FORMAT

BOT SIZE: 30 × 30 × 30 CM MAX

WEIGHT: 2 KG MAX
(INCLUDING BATTERY & REMOTE)

POWER: 12V DC MAX

CONTROL: ONLY WIRELESS BOTS ALLOWED

SAFETY: ON-BOARD BATTERIES OR PROPERLY INSULATED POWER SUPPLY REQUIRED

AREA

TERRAIN: SPEED BREAKERS, SAND, GRAVEL, SLOPES & HAIRPIN TURNS

TRACK: LAYOUT & OBSTACLES WILL BE REVEALED ON EVENT DAY

BOUNDARIES: BOTS MUST REMAIN WITHIN THE MARKED TRACK

GUIDELINES

THERE WILL BE TWO CATEGORY;

1. Junior (Classes 5 - 8)
2. Senior (Classes 8 - 12)

FOR BOTH CATEGORY 1-3 MEMBER MAX PER TEAM & 1 TEAM MAX PER SCHOOL

TIME TRIAL: FASTEST COMPLETION TIME WINS

HAND TOUCH: BOT MAY BE RESET TO THE LAST CHECKPOINT
PENALTY: +10 SECONDS

OBSTACLE SKIP: AFTER 3 FAILED ATTEMPTS, REFEREE MAY ALLOW A SKIP
PENALTY: +30 SECONDS

FAIR PLAY: NO ARENA DAMAGE OR LOOSE PARTS

PROHIBITED: IC ENGINES, PNEUMATICS, EXPLOSIVES & HAZARDOUS CHEMICALS

CONDUCT: UNSPORTSMANLIKE BEHAVIOUR OR ARGUING WITH REFEREES = DISQUALIFICATION

REFEREE'S DECISION IS FINAL.

2. NEXT GEN-TECH

Tech Thread 5



FASHION MEETS TECHNOLOGY, SUSTAINABILITY, DIGITAL IDENTITY, CULTURE, INTELLECTUAL PROPERTY AND CONSUMER RIGHTS. IDENTIFY A REAL-WORLD PROBLEM, DEVELOP AN INNOVATIVE FASHION SOLUTION, EXPLORE TECHNOLOGY, AND CONSIDER THE LEGAL AND ETHICAL RESPONSIBILITIES OF YOUR CREATION.

EVENT FORMAT

ROUND 1: THE FASHION BLUEPRINT

CHOOSE ONE OF FIVE REAL-WORLD FASHION CHALLENGES AND DEVELOP A SOLUTION USING FASHION, TECHNOLOGY AND DESIGN THINKING.

PRE-EVENT PREPARATION:

ALL CONCEPT DEVELOPMENT, RESEARCH, DESIGN, PROTOTYPING AND PRESENTATION WORK MUST BE COMPLETED BEFORE THE EVENT.

TEAMS MUST PRESENT:

1. CONCEPT & DESIGN DEVELOPMENT
2. MOOD BOARD
3. ILLUSTRATIONS / DESIGN SHEETS
4. MATERIAL & TECHNOLOGY EXPLORATION
5. PROTOTYPE / PROPOSED SOLUTION

FINAL PRESENTATION MUST BE SUBMITTED AS A DIGITAL PDF BEFORE THE EVENT AND BROUGHT VIA LAPTOP/PEN-DRIVE.

ROUND 2 : THE LEGAL LENS

RESEARCH THE LEGAL AND ETHICAL ASPECTS OF YOUR CHOSEN CONCEPT, INCLUDING COPYRIGHT, TRADEMARK, DESIGN RIGHTS, PATENT, CONSUMER RIGHTS & AI OWNERSHIP. THE JURY WILL CONDUCT 20-MINUTE ON-THE-SPOT Q&A BASED ON THE CONCEPT, RESEARCH AND PROPOSED SOLUTION.

Theme/Prompt

SCAN THE QR CODE TO EXPLORE THE FIVE PROBLEM STATEMENTS AND CHOOSE YOUR CHALLENGE.



GUIDELINES

ELIGIBILITY: CLASSES 9-12

TEAM SIZE: 3-4 STUDENTS,
1 TEAM MAX PER SCHOOL.

PRESENTATION: FASHION BLUEPRINT
(10-15 MINUTES)

LEGAL Q&A: 20 MINUTES

ORIGINALITY: ALL WORK MUST BE ORIGINAL. PLAGIARISM OR UNCREDITED USE OF EXISTING DESIGNS RESULTS IN IMMEDIATE DISQUALIFICATION.

PREPARATION: NO EXTENDED PREPARATION TIME WILL BE PROVIDED ON-SITE.

CONDUCT: RESPECTFUL DRESS CODE AND PROFESSIONAL BEHAVIOUR ARE MANDATORY. JURY DECISION IS FINAL AND BINDING.

3. CODING & TECHNOLOGY

Coding Champion-ship

6



CRACK PROBLEMS, CODE SOLUTIONS, AND PROVE YOUR LOGIC.

EVENT FORMAT

THE CHAMPIONSHIP WILL BE HELD IN TWO STAGES - PRELIMS AND FINALS.

THE TOP 5 TEAMS FROM THE PRELIMS WILL BE SELECTED FOR THE FINALS.

IN THE FINALS, TEAMS WILL BE PROVIDED WITH 90 MINUTES FOR WRITING THE PROGRAM.

THEME WILL BE PROVIDED FOR BOTH THE ROUNDS.

PROMPT WILL BE SHARED ON THE DAY OF THE EVENT.

GUIDELINES

TEAM SIZE: EACH SCHOOL CAN SEND 1 TEAM OF 2 STUDENTS FROM CLASSES 8-12.

LANGUAGES ALLOWED: PROGRAMMING TO BE DONE USING PYTHON LANGUAGE ONLY.

NO USE OF AI ASSISTANTS, IDES WITH AUTOCOMPLETE, OR EXTERNAL CODE REPOSITORIES.

GITHUB CO-PILOT OR ANY SIMILAR CODING ASSISTANT IS NOT ALLOWED.

3. CODING & TECHNOLOGY

Tech Trivia



TECH TRIVIA IS A FAST-PACED QUIZ COMPETITION THAT TESTS PARTICIPANTS' KNOWLEDGE IN THE WORLD OF TECHNOLOGY.

EVENT FORMAT

THE THEME OF THE QUIZ WILL BE INFORMATION TECHNOLOGY (IT).

THE COMPETITION WILL HAVE TWO ROUNDS DEPENDING ON THE NUMBER OF PARTICIPATING TEAMS:

Preliminary Round

Final Round

TOP TEAMS FROM PRELIMS WILL QUALIFY FOR THE FINALS.

SPECIFIC RULES AND QUESTION FORMATS WILL BE DISCLOSED TO THE TEAMS ON THE DAY OF THE EVENT.

GUIDELINES

TEAM SIZE: EACH SCHOOL CAN SEND 1 TEAM OF 2 STUDENTS FROM CLASSES 8-12.

ANY FORM OF CHEATING, SHARING ANSWERS, OR DISRUPTIVE BEHAVIOR WILL RESULT IN IMMEDIATE DISQUALIFICATION.



4. ENTREPRENEURSHIP

8

STARTUP PITCHING

THIS EVENT PUTS PARTICIPANTS BEHIND THE LENS
TO CAPTURE THE SPIRIT OF EVOTECH 5.0.

EVENT FORMAT

TEAMS MUST PREPARE A STARTUP PITCH IN
ADVANCE ON ANY PRODUCT OR SERVICE
AND PRESENT IT USING SLIDES.

Each team will get:

- i) 5-7 minutes to pitch their idea
- ii) 2 minutes for a Q&A round with judges

JUDGES WILL EVALUATE BASED ON
PROBLEM SIGNIFICANCE, MARKET
OPPORTUNITY, FEASIBILITY,
PRESENTATION.

SUBMISSION

DELIVER A PITCH DECK ABOUT YOUR
INNOVATION AND CREATION. SHOWCASE
YOUR WORK IN YOUR OWN DEVICE
SCREEN.

GUIDELINES

TEAM SIZE: 2-4 MEMBERS PER TEAM /
MAXIMUM 1 TEAM PER SCHOOL

ELIGIBILITY: CLASSES 10-12

EACH PITCH MUST INCLUDE:

1. Startup name and idea
2. Problem statement
3. Solution statement
4. Target audience
5. Competitive advantage
6. Business model
7. Marketing strategy
8. Basic competitors/market research
9. SWOT Analysis
10. Financial Projections

PRESENTATION MUST BE ORIGINAL.

SLIDES MUST BE SUBMITTED BEFORE
THE EVENT BEGINS (TIME TBA).



4. ENTREPRENEURSHIP

9

MARKETING PLAN

IN THIS EVENT, PARTICIPANTS WILL PLAY THE ROLE OF A BRAND STRATEGIST — DEVELOPING A COMPREHENSIVE MARKETING CAMPAIGN FOR A HYPOTHETICAL PRODUCT OR SERVICE.

EVENT FORMAT

ELIGIBILITY: CLASSES 10 TO 12 (MAX ONE TEAM PER SCHOOL)

TEAMS WILL BE GIVEN 5 TO 7 MINS TO PRESENT THEIR MARKETING PLAN.

PROTOTYPE OF THE PRODUCT IS NOT COMPULSORY.

PRESENTATION SHALL BE IN THE FORM OF PPT OR PDF IN PEN DRIVE.

AFTER EACH PRESENTATION, A BRIEF Q & A SESSION WILL BE CONDUCTED.

2 TO 4 MEMBERS PER TEAM

GUIDELINES

2 TO 4 MEMBERS PER TEAM

OVERVIEW OF THE PRODUCT OR SERVICE

MARKETING RESEARCH

MARKETING OBJECTIVES

MARKETING STRATEGY

4P'S OF MARKETING MIX

ACTION PLAN, IMPLEMENTATION, AND EVALUATION



5. ESPORTS

10 Mobile Gaming

DIVE INTO THE VIRTUAL COMBAT ZONES OF BGMI AND CODM
DEFEAT ALL YOUR OPPONENTS AND COME OUT ON TOP TO GET
THAT SWEET WINNER WINNER CHICKEN DINNER!

CRITERIA

TEAM SIZE: 4-5 STUDENTS PER TEAM

ELIGIBILITY: CLASSES 9-12
(MAX 1 TEAM PER SCHOOL)

PARTICIPANTS MUST ADHERE TO FAIR PLAY
AND SPORTSMANSHIP THROUGHOUT
THE TOURNAMENT.

THE ORGANIZERS RESERVE THE RIGHT TO
MAKE DECISIONS ON MATCH DISPUTES, RULE
INTERPRETATIONS AND ANY UNFORESEEN
CIRCUMSTANCES.

GAMES

BGMI

CODM

GUIDELINES

TOTAL OF 6-8 MATCHES WILL BE PLAYED
DEPENDING ON THE GAME

PARTICIPANTS ARE REQUESTED TO
BRING THEIR OWN DEVICES
(MOBILE PHONES) ALONG WITH
NECESSARY CELLULAR DATA.

THE USE OF ANY UNFAIR EXTERNAL
SOFTWARE TO ENHANCE GAMEPLAY.
IS STRICTLY PROHIBITED AND WILL
RESULT IN INSTANT DISQUALIFICATION.

THE MANAGEMENT WILL NOT PROVIDE
ANY POWER OUTLETS, PARTICIPANTS
CAN CARRY POWER BANKS IF NEEDED.

ALL IN-GAME MAPS SHOULD BE
DOWNLOADED.

THE POINT DISTRIBUTION WILL BE SHARED
ON DISCORD 3 DAYS PRIOR TO MATCH DAY.

THE DECISION OF THE MANAGEMENT
WILL BE FINAL.

TEAMING UP WITH OTHER PARTICIPANTS
WILL LEAD TO DISQUALIFICATION.

*STUDENTS ARE RESPONSIBLE FOR PAYING FOR
ANY DAMAGE CAUSED BY THEM.



5. ESPORTS

Console Gaming



EXPERIENCE THE THRILL OF VIRTUAL FOOTBALL AS YOU COMPETE AGAINST OPPONENTS IN THE ULTIMATE FIFA GAMING EVENT. PROVE YOUR DOMINANCE ON THE DIGITAL PITCH AND CLAIM VICTORY IN THE ELECTRIFYING GAMING TOURNAMENT.

PARTICIPANTS MUST ADHERE TO FAIR PLAY AND SPORTSMANSHIP THROUGHOUT THE TOURNAMENT.

THE ORGANIZERS RESERVE THE RIGHT TO MAKE DECISIONS ON MATCH DISPUTES, RULE INTERPRETATIONS, AND ANY UNFORESEEN CIRCUMSTANCES.

IN CASE OF A CONFLICT, IT WILL BE DECIDED BY A COIN FLIP.

GUIDELINES

PARTICIPANTS ARE REQUESTED TO BRING THEIR OWN DEVICES (MOBILE PHONES) ALONG WITH NECESSARY CELLULAR DATA.

THE USE OF ANY UNFAIR EXTERNAL SOFTWARE TO ENHANCE GAMEPLAY IS STRICTLY PROHIBITED AND WILL RESULT IN INSTANT DISQUALIFICATION.

THE DECISION OF THE MANAGEMENT WILL BE FINAL.

TEAMING UP WITH OTHER PARTICIPANTS WILL LEAD TO DISQUALIFICATION

*STUDENTS ARE RESPONSIBLE FOR PAYING FOR ANY DAMAGE CAUSED BY THEM.

TEAM / ELIGIBILITY

TEAM SIZE: 1 PLAYER PER TEAM

MAXIMUM: 1 TEAM PER SCHOOL

ELIGIBILITY: CLASS 9-12

GAMES





5. ESPORTS

Console Gaming



EXPERIENCE THE THRILL OF HIGH-SPEED FORMULA 1 RACING AS YOU COMPETE AGAINST OTHER PARTICIPANTS IN AN INTENSE F1 25 TIME TRIAL. PUSH YOUR LIMITS, MASTER THE DESIGNATED CIRCUIT, AND SET THE FASTEST LAP TO CLAIM VICTORY IN THIS ULTIMATE TEST OF SPEED, PRECISION, AND CONSISTENCY.

STANDARD EQUIPMENT: ONLY ORGANISER-PROVIDED CONTROLLERS MAY BE USED.

TIE-BREAKER: THE NEXT-BEST VALID LAP DECIDES TIED TIMES.

FINAL CALL: ORGANIZERS' DECISIONS ON LAPS, DISPUTES, AND VIOLATIONS ARE FINAL.

START CLEAN: ATTEMPTS MUST START FROM THE PITS AS FLYING LAPS. SETTINGS CANNOT BE CHANGED ONCE THE LAP BEGINS.

BE READY: MISSING YOUR ASSIGNED SLOT MAY RESULT IN FORFEITING THE ATTEMPT.

BE READY: MISSING YOUR CALLED SLOT MAY FORFEIT THE ATTEMPT.

SETTINGS: ONLY ORGANIZER-APPROVED SETTINGS MAY BE CHANGED.

SPORTSMANSHIP: UNSPORTSMANLIKE CONDUCT MAY RESULT IN DISQUALIFICATION.

EQUIPMENT: DAMAGE OR MISUSE OF EQUIPMENT MAY RESULT IN DISQUALIFICATION.

DISQUALIFICATION: RULE VIOLATIONS OR UNFAIR ADVANTAGES MAY RESULT IN REMOVAL.

GUIDELINES

SAME TRACK. SAME CAR.

ALL PARTICIPANTS WILL COMPETE ON THE DESIGNATED CIRCUIT USING THE DESIGNATED CAR AND SET THEIR BEST LAP TIMES.

PLAY YOUR WAY.

DRIVING ASSISTS MAY BE FREELY ADJUSTED ACCORDING TO THE PARTICIPANTS' PREFERENCES.

LIMITED ATTEMPTS.

EACH PARTICIPANT WILL BE GIVEN A FIXED NUMBER OF ATTEMPTS/LAPS.

FASTEST LAP COUNTS.

ONLY THE PARTICIPANT'S FASTEST VALID LAP WILL BE RECORDED.

RESPECT THE LIMITS.

TRACK LIMITS MUST BE FOLLOWED; LAPS DEEMED INVALID WILL NOT COUNT.

KEEP IT CLEAN.

INTENTIONAL COLLISIONS, BLOCKING, OR DISRUPTIVE DRIVING WILL NOT BE TOLERATED.

NO UNFAIR ADVANTAGES.

GLITCHES, EXPLOITS, MODS, EXTERNAL SOFTWARE, OR OTHER METHODS THAT PROVIDE AN UNFAIR ADVANTAGE ARE STRICTLY PROHIBITED.

CONTROLLER ONLY.

THE TIME TRIALS WILL BE CONDUCTED USING A CONTROLLER PROVIDED BY THE ORGANIZERS.

*STUDENTS ARE RESPONSIBLE FOR PAYING FOR ANY DAMAGE CAUSED BY THEM.



THE COMPETITION WILL BE CONDUCTED IN **Time Trial mode**, WITH PARTICIPANTS COMPETING TO SET THE FASTEST VALID LAP TIME.



5. ESPORTS

12

PC Gaming



VALORANT

GET READY FOR THE ULTIMATE VALORANT SHOWDOWN! TOP TEAMS CLASH IN A BATTLE OF SKILL, STRATEGY, AND TEAMWORK. WHO WILL EMERGE VICTORIOUS AND CLAIM THE CHAMPIONSHIP TITLE.

EVENT FORMAT

PARTICIPANTS MUST ADHERE TO FAIR PLAY AND SPORTSMANSHIP THROUGHOUT THE TOURNAMENT.

THE ORGANIZERS RESERVE THE RIGHT TO MAKE DECISIONS ON MATCH DISPUTES, RULE INTERPRETATIONS, AND ANY UNFORESEEN CIRCUMSTANCES.

IN CASE OF A CONFLICT, IT WILL BE DECIDED WITH A COIN FLIP. EXAMPLE: IF A TEAM WANTS A PARTICULAR PLAYER TEAM...

GUIDELINES

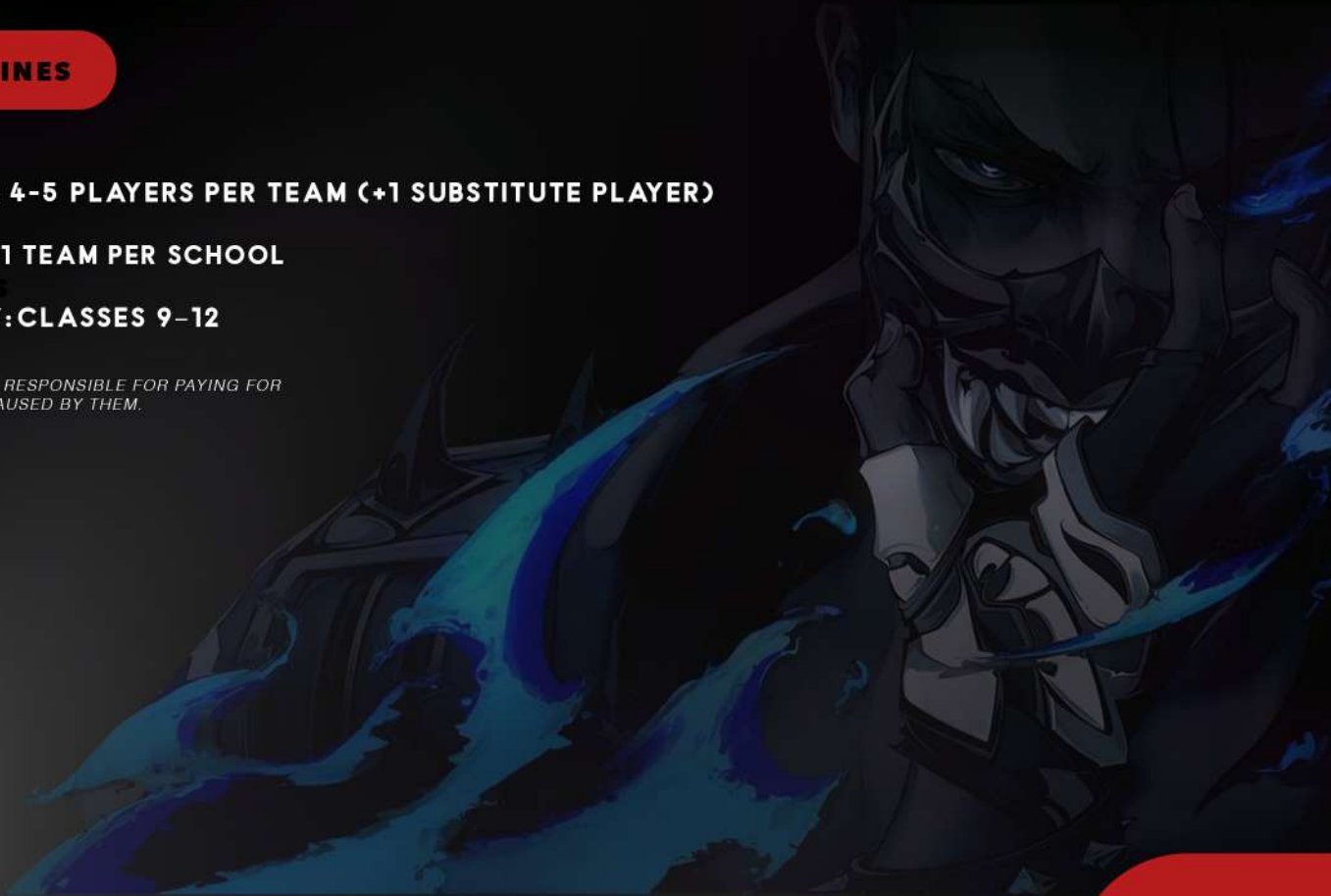
TEAM SIZE: 4-5 PLAYERS PER TEAM (+1 SUBSTITUTE PLAYER)

MAXIMUM: 1 TEAM PER SCHOOL

GAMES

ELIGIBILITY: CLASSES 9-12

*STUDENTS ARE RESPONSIBLE FOR PAYING FOR ANY DAMAGE CAUSED BY THEM.



SCHEDULE

DAY-1

EVO TECH 5.0		
DAY 1 - 02 NOV, 2026, MONDAY		
#	EVENT NAME	TIMING
1	REGISTRATION	8:30 AM
2	EVENT VIDEOGRAPHY	8:30 AM onwards
3	OPENING CEREMONY	09:00 AM onwards
4	POSTER MAKING COMPETITION	9:30 - 11:00 AM
5	TECH THREAD COMPETITION	9:30 - 11:30 AM
6	START-UP PITCHING	9:30-11:00 AM
7	MARKETING	11:15-1:00PM
8	CONSOLE GAMING	10:00 AM onwards
9	PC GAMING	10:00 AM onwards
10	MOBILE GAMING	9:30 AM onwards
11	ROBORACE	10:30 AM onwards
12	QUIZ(SPECIAL)	1:30 PM onwards
13	PRIZE DISTRIBUTION	2:00 - 3:00 PM

Refreshment will be provided

DAY-2

DAY 2 - 03, 2026, TUESDAY		
Sno.	Event	Timing
1	REPORTING TIME	08:30
2	CODING CHAMPIONSHIP	9:30 AM onwards
3	TECH TRIVIA	9:00 AM onwards
4	CONSOLE GAMING (Final)	9:00 AM onwards
5	MOBILE GAMING (Final)	9:00 AM onwards
7	ROBOTICS	9:00 AM onwards
8	TECH THREAD(Final)	9:30 onwards
9	SHORTFILM (Final judgement)	9.00 AM onwards
10	EVENT VIDEOGRAPHY (Submission)	10:30 AM
11	PRIZE DISTRIBUTION & CLOSING	1.00 PM

* Participants of Tech Trivia, Short Film and Robotics may join the Event Venue on Day 2 only
Refreshment will be provided

REGISTRATION FEE

EVENT	FEE	EVENT	FEE
1. Short Film Making —	₹250 per participant	8. Tech Trivia —	₹250 per participant
2. Poster Making —	₹250 per participant	9. Startup Pitching —	₹250 per participant
3. Event Videography —	₹250 per participant	10. Marketing Plan —	₹250 per participant
4. Robotics —	₹250 per participant	11. Mobile Gaming —	₹300 per participant
5. Roborace —	₹250 per participant	12. Console Gaming —	₹400 per participant
6. Tech Thread —	₹250 per participant	13. PC Gaming —	₹350 per participant
7. Coding Championship —	₹250 per participant		



*tax and platform fee excluded

MYSTERY GUEST

CHECK SOCIAL MEDIA RN!

//REGISTER NOW

???

???

YOU'LL LOVE THESE GUESTS

MEET TEAM 5.0

(SIC)

BACK

NEXT

CORE TEAM

HEAD OF OPERATIONS – CHAKLIN MUSTAF AHMED

HEAD OF MANAGEMENT – KASHISH KASHYAP MEDHI

HEAD OF LOGISTICS – GARVIT DUDHORIA

HEAD OF SOCIAL MEDIA – PRACHEE AGARWAL

HEAD OF PHOTOGRAPHY/VIDEOGRAPHY – MANTHAN G.SARMA

HEAD OF SHORT FILM – TRISUL KALITA

HEAD OF POSTER MAKING – MANNU ARYA

HEAD OF EVENT VIDEOGRAPHY – MANTHAN G.SARMA

HEAD OF ROBOTICS/ROBORACE – HIMANI KERJRIWAL

HEAD OF TECH THREAD – SALONI JAIN

HEAD OF CODING CHAMPIONSHIP – PRACHURJYA KASHYAP

HEAD OF TECH TRIVIA – SIDDHANT GOSWAMI

HEAD OF STARTUP PITCHING – ARINDAM NATH &
KAAVYA PATWARY

HEAD OF MARKETING PLAN – PRAGATI PAREEK,
HARSHITA LUNAWAT
& KHYATI JAIN

HEAD OF ESPORTS – RAGHAV SAINI &
PARAM HANSARIA

MEET TEAM 5.0

(TIC)

BACK

NEXT

COORDINATOR: DIPALI CHAKRABARTY

LOGISTIC - PAYEL S

SOCIAL MEDIA - SANGITA D

SHORT FILM - BIPLOB D

EVENT VIDEOGRAPHY - BIPLOB D

ROBOTICS - MEENAKSHI S

ROBORACE-DIPANKAR R

CODING - BISHAL D

STARTUP PITCHING - MRIDUSMITA D

MARKETING PLAN - MRIDUSMITA D, PARINITA S

MOBILE GAMING - DIPAK K

CONSOLE GAMING- DIPAK K, BISHAL D

PC GAMING - DIPAK K, BISHAL D

TECH TRIVIA- SHAMLET J

TECH THREAD - DAMINEE D, SHILPA R

POSTER MAKING - BIPLOB D

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